

The Walt Disney Productions movie, based on novelist Lloyd Alexander's Newbery Award-winning "*Chronicles of Prydain*" is now a three-dimensional animated adventure game...



THE BLACK CAULDRON

Lloyd Alexander blends the rich elements of Welsh legend and universal mythology in his five-volume fantasy epic "The Chronicles of Prydain."

"...considered to be the most significant fantasy cycle created for children today by an American author." -- from the citation to *The High King* for the Newbery Medal given annually by the American Library Association for "the most distinguished contribution to American literature for children."

The Chronicles of Prydain

by Lloyd Alexander:

The Book of Three
The Black Cauldron
The Castle of Llyr
Taran Wanderer
The High King

Other Prydain books
by Lloyd Alexander:

The Foundling, and Other Tales of Prydain
Coll and His White Pig
The Truthful Harp

Portions of this manual are condensed or excerpted from:

The Book of Three, © 1964 by Lloyd Alexander

The High King, © 1968 by Lloyd Alexander

The Foundling, and Other Tales of Prydain, © 1973 by Lloyd Alexander

The Black Cauldron, an all-animated feature, © Walt Disney Productions MCMLXXXV

DALLBEN AND THE BOOK OF THREE



When he was just a baby, Dallben, greatest of enchanters in all Prydain, was abandoned in a wicker basket at the edge of the Marshes of Morva. There he was found by three witches, Orddu, Orwen and Orgoch, and was taken to live with them in their home at the center of the marsh.

As he grew, Dallben watched the witches in all they did, and learned their powers of enchantment. On the day he left them to make a life for himself, they made him a present of an ancient volume entitled *The Book of Three*. "It holds all the knowledge that was ever known, is known, and will be known," said Orddu.

Dallben wandered for many years. From his studies of *The Book of Three*, he learned of death, and of birth; how the earth turns in its own time and in its own way gives back what is given to it; how things lost may be found again; and how one day ends for another to begin. He learned that the lives of men are short and filled with pain, yet each life is a priceless treasure, whether that of a prince or a pig-keeper. And, at the last, the book taught him that while nothing was certain, all was possible.

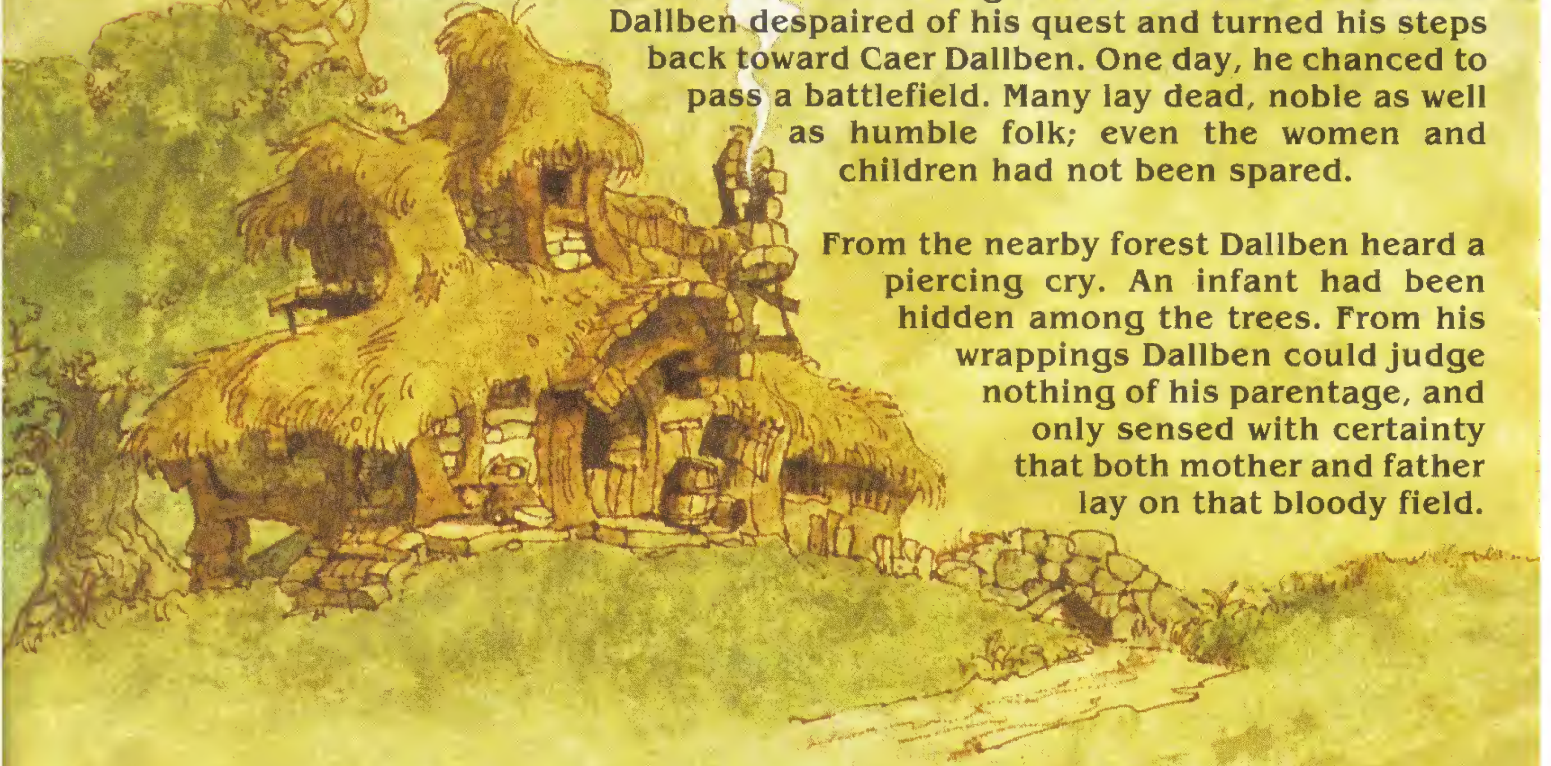
THE YOUNG HERO

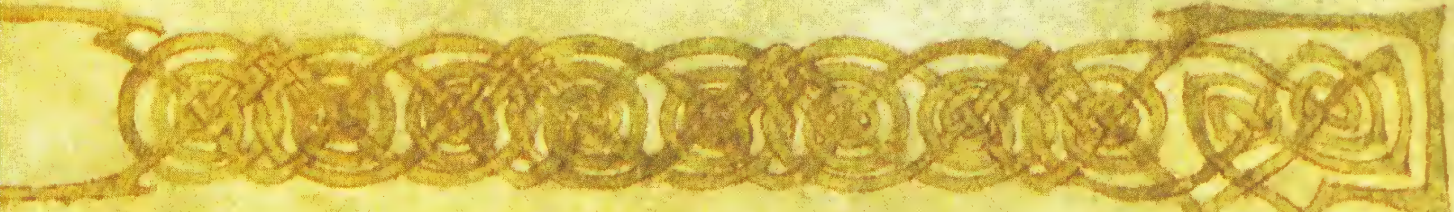


When Dallben acquired The Book of Three, he learned from its pages that the hero who would free Prydain from the powers of darkness would come from no station in life. He pondered these words for many years, but their meaning remained clouded. Finally, he set out to seek his future hero and to hasten his coming. For many years he searched, yet all whom he questioned knew well their station, whether shepherd or war leader, lord or farmer.

The seasons turned, and a grievous war was on the land. Dallben despaired of his quest and turned his steps back toward Caer Dallben. One day, he chanced to pass a battlefield. Many lay dead, noble as well as humble folk; even the women and children had not been spared.

From the nearby forest Dallben heard a piercing cry. An infant had been hidden among the trees. From his wrappings Dallben could judge nothing of his parentage, and only sensed with certainty that both mother and father lay on that bloody field.





"Here, surely, is one of no station in life, an unknown babe of unknown kin," Dallben thought. He carried the child with him back to Caer Dallben. He called him Taran.

The years passed, and Taran grew to be a fine, strong boy. He was a great help with the household chores; most important of all his tasks was the care and feeding of the pig, Hen Wen.

"I think there is a destiny laid on me that I am not to know anything interesting, go anywhere interesting, or do anything interesting. I'm certainly not to *be* anything," complained Taran.

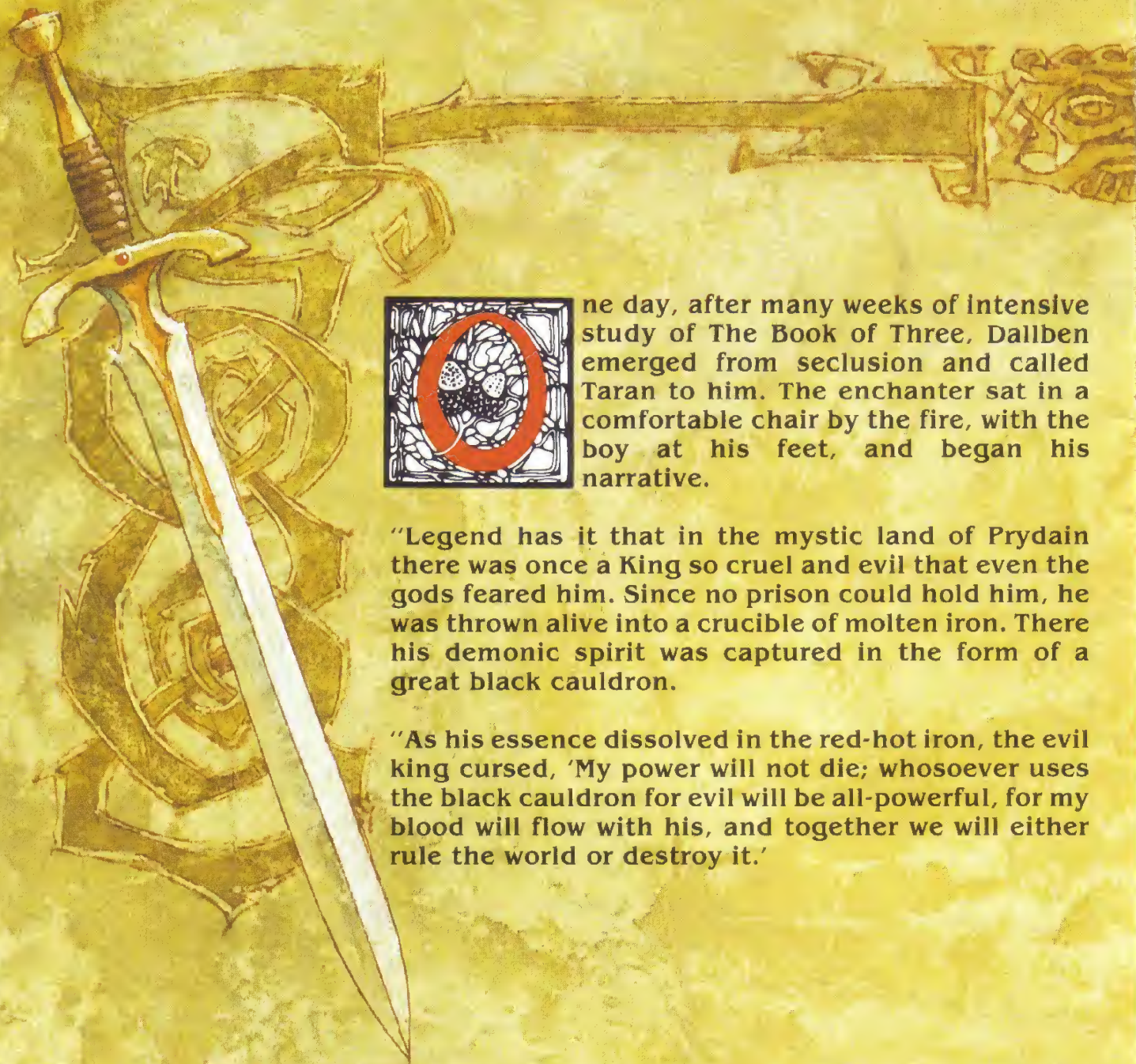
"If that is all that troubles you," said Dallben, "I shall make you an assistant pig-keeper. You shall help take care of Hen Wen: see that her trough is full, carry her water, and give her a nice bath every other day."

"That's what I do now," Taran said bitterly.

And he went on dreaming of the day when he would be a great warrior.



THE BLACK CAULDRON



One day, after many weeks of intensive study of The Book of Three, Dallben emerged from seclusion and called Taran to him. The enchanter sat in a comfortable chair by the fire, with the boy at his feet, and began his narrative.

“Legend has it that in the mystic land of Prydain there was once a King so cruel and evil that even the gods feared him. Since no prison could hold him, he was thrown alive into a crucible of molten iron. There his demonic spirit was captured in the form of a great black cauldron.

“As his essence dissolved in the red-hot iron, the evil king cursed, ‘My power will not die; whosoever uses the black cauldron for evil will be all-powerful, for my blood will flow with his, and together we will either rule the world or destroy it.’

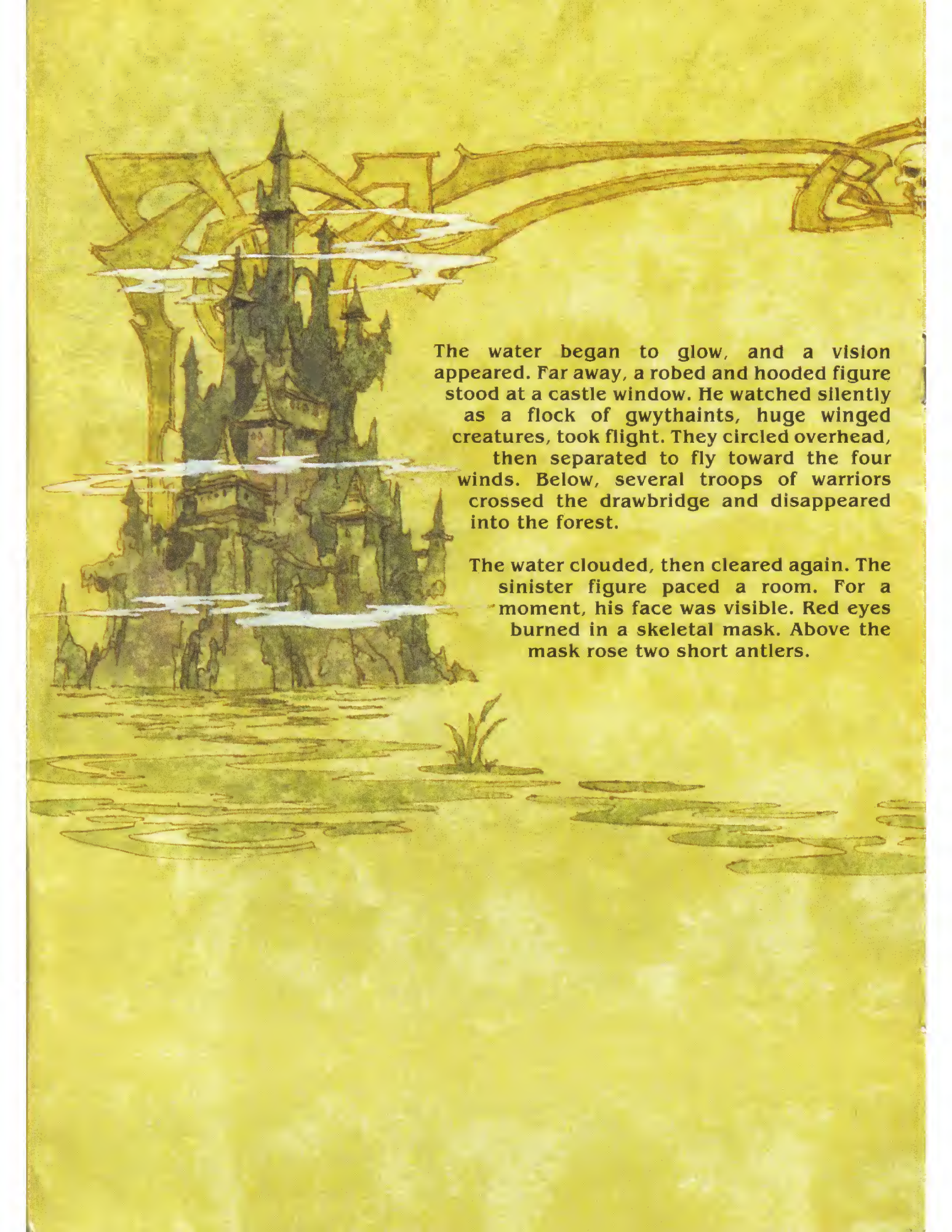
"For uncounted centuries the Black Cauldron has lain hidden, awaiting the coming of one evil enough to unleash its power. And now, that which the world has feared has come to pass. For the Horned King is just such a one."

Dallben beckoned toward Hen Wen, sitting in the corner of the room. She rose and trotted toward him.

With his stick, the old man began to stir the water in a tub at his feet. The pig moved closer to the whirling waters, and her eyelids drooped. Dallben murmured softly:

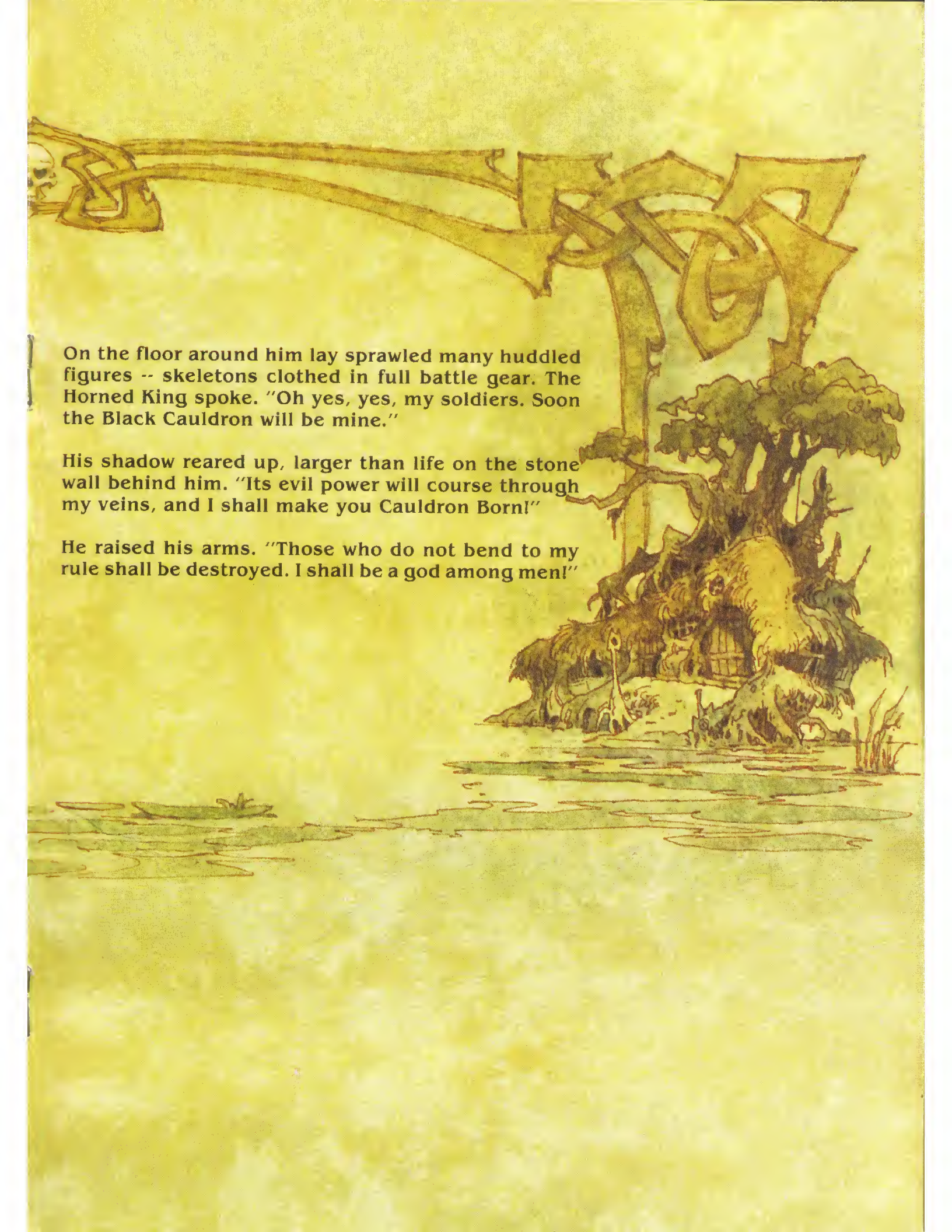
**"Hen Wen, from you I do beseech
Knowledge that lies beyond my reach.
Troubled thoughts weigh on your heart,
I pray you now those thoughts impart."**





The water began to glow, and a vision appeared. Far away, a robed and hooded figure stood at a castle window. He watched silently as a flock of gwythaints, huge winged creatures, took flight. They circled overhead, then separated to fly toward the four winds. Below, several troops of warriors crossed the drawbridge and disappeared into the forest.

The water clouded, then cleared again. The sinister figure paced a room. For a moment, his face was visible. Red eyes burned in a skeletal mask. Above the mask rose two short antlers.



On the floor around him lay sprawled many huddled figures -- skeletons clothed in full battle gear. The Horned King spoke. "Oh yes, yes, my soldiers. Soon the Black Cauldron will be mine."

His shadow reared up, larger than life on the stone wall behind him. "Its evil power will course through my veins, and I shall make you Cauldron Born!"

He raised his arms. "Those who do not bend to my rule shall be destroyed. I shall be a god among men!"

The vision faded, and the water cleared. Hen Wen raised her head, and blinked sleepily.

"The Horned King is searching for the Black Cauldron," said Dallben. "He must not use Hen Wen's powers to find the Cauldron, for if he does, the mightiest warriors will be unable to withstand him, and the free world will crumble under his cruel yoke.

"All of us, even assistant pig-keepers, must do all we can to foil the Horned King's ambition. The Black Cauldron must be found and destroyed if the world is to be saved from certain doom."



WHAT IS AN ANIMATED ADVENTURE GAME?

A graphic adventure game is an illustrated adventure story in which YOU are the hero. Stepping through an enchanted door into your computer, you BECOME Taran, the main character. Your own wits and imagination shape the story from start to finish.

Your task is to identify problems, then set about solving them in the most creative way possible. The more creative your solutions, the higher your score will be at the end of the game.

Your character is fully animated, but YOU move him around the screen, and beyond. Use a joystick or the arrow keys on your computer to move around the land. Detailed exploration is one of the keys to success in any adventure game.

HOW TO PLAY THE BLACK CAULDRON

EXPLORE each area of the game very carefully. Travel through eerie forests and swim alligator-infested waters. Penetrate even the dark halls and dank dungeons of the Horned King's castle.

LOOK everywhere. When you go somewhere you haven't been before, the first thing to do is look around. You should get a description of the general area. Read these descriptions carefully -- often there is a clue to the game or an indication that something in the scene bears further investigation.

PICK UP anything that isn't nailed down. Just about everything has a use somewhere in the game. All objects you are carrying are listed on the "status" screen (see your reference card to access the status screen).





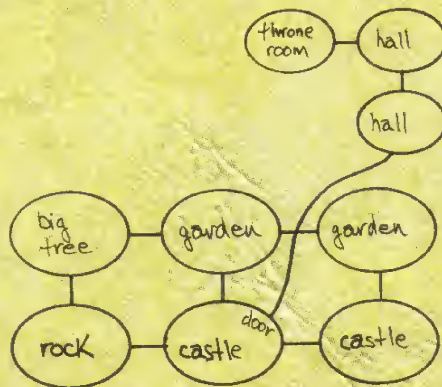
USE the items you pick up to solve large and small problems in the game. Some problems have obvious solutions. To unlock a door, use a key. To quench your thirst, drink some water. Other problems require more imagination to solve.

TALK to just about everyone you meet -- but use discretion! Some characters will be friendly and helpful. They will give you valuable information and advice, even precious gifts. But some characters' conversation can do you no good. With these individuals, your best course of action might be to fight, or to run and hide.



DRAW A MAP. It should include each place you visit, objects found, dangerous areas -- any and every landmark you see along the way. Try not to miss any area, or you may miss an important clue or item necessary to the completion of your quest. And don't think that because you've been somewhere once, it will be the same the next time. The population of Prydain can move around as well as you!

Here's a typical map:



KEEP MOVING. Try to fulfill your quest in a timely manner. As the minutes and hours pass, you will become hungry and thirsty. And although you may find food and drink to sustain you for awhile, remember also that the Horned King is searching for the Black Cauldron. If you don't hasten, he will find it before you, and you will fail in your quest.

BE CAREFUL. The road you must travel is long and dangerous. Be sure to remain alert at all times -- disaster may strike in the most unlikely of places!

SAVE YOUR GAME often. That way, if misfortune should overtake you along the way, you won't have to start over from the beginning (see your Reference Card for instructions on saving your game).

DON'T GET DISCOURAGED. If you come to an obstacle that seems insurmountable, don't despair. Explore the game some more, then come back later and try again. Every problem in the game has at least one solution, and some have more than one. Sometimes solving a problem one way will make it harder to solve the next, and sometimes it will make it easier. If you're really stuck, you might try backtracking to an earlier point in the game, then choosing a different path.



PEOPLE, PLACES AND THINGS

Caer Dallben (*care doll-ben*): Village that takes its name from the mighty enchanter Dallben, who lives there.

Creeper (*cree-per*): A green dwarf, main henchman of the Horned King.

Dallben (*doll-ben*): The mightiest enchanter in all Prydain, and Taran's foster parent.

Dyrnwyn (*durn-win*): The great sword of power.

Eiddileg (*idle-leg*): King of the Fair Folk.

Eilonwy (*i-lon-way*): The Princess of Llyr destined to help Taran in his quest to free Prydain of the powers of darkness.

Fflewddur Fflam (*flu-der flam*): A wandering musician who carries an enchanted harp capable of telling lies from truths.

Gurgi (*ger-gee*): A cute, furry creature with a very large appetite. He is often cowardly but capable of great loyalty toward those who befriend him.

Gwystyl (*gwis-tle*): Fairy who tends a safe-house.

Gwythaints (*gwi-thaints*): Large, fierce birds that act as spies for the Horned King.

Hen Wen (*hen wen*): Pig capable of telling the future and creating visions.

Horned King (*horned king*): The most evil and feared warlord in all of Prydain.

Orddu, Orgoch and Orwen (*or-du, or-gok, or-wen*): Three witches who live in the Marshes of Morva.

Prydain (*pry-dane*): Land in which the story of The Black Cauldron takes place.

Taran (*tar-en*): Orphan raised by Dallben, and assistant pig-keeper to Hen Wen.

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